Hexyz Force™
TEEN
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ESRB
ATLUS®
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For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc, see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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GETTING STARTED

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Hexyz Force™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon.
A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Controls

Field Controls	
Directional pad	Move character, move cursor
Analog stick	Move character
⊗ button	Decide, talk, search, proceed message
○ button	Cancel, walk (run)
△ button	Open main menu
□ button	Force scan (unlocked mid-game)
L button	Spin camera
R button	Spin camera, skip messages
SELECT button	Show world map, switch message window ON/OFF

Battle Controls	
Directional pad	Move cursor
⊗ button	Decide
○ button	Cancel
△ button	Show stats
L button	Display enemy information
R button	Speed up battle animation On/Off

Various Menu Screens	
Directional pad	Move cursor
⊗ button	Decide
○ button	Cancel

*Based on the situation of the game, some of the buttons may be decided for you. In cases like these, please confirm which buttons are used.

*You can push ○ to skip all animation movies you've seen before.

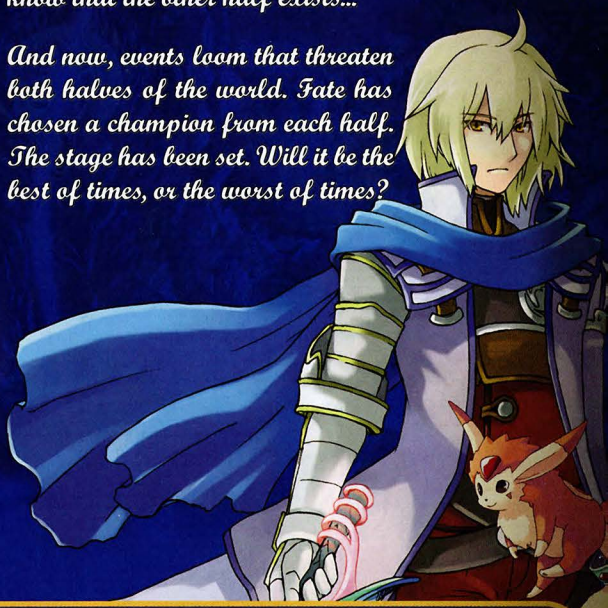
A Tale of Two Berges...

The Gods' Remorse spread across the peaceful world like a wildfire. An epic battle between Delgaia, the God of Destruction and the Diwinities of Creation ensued, over the fate of mortal life.

Eventually, Delgaia was defeated and sealed into the world, but the Diwinities of Creation also fell, and the world of Berge was separated in two by a giant miasma-filled crevasse – the Black Precipice.

One side of Berge was bathed in constant light, and is known as Lustrous Berge. The other half is cloaked in constant darkness, and is known as Dark Berge. The Black Precipice has been in place for so long that most residents of the world don't know that the other half exists...

And now, events loom that threaten both halves of the world. Fate has chosen a champion from each half. The stage has been set. Will it be the best of times, or the worst of times?



Force

This world's equivalent of energy, it all flows from the Holy Vessel. It is divided into Creative Force and Destructive Force. All things contain elements of both types of Force.

Berge

Berge is the world the story occurs in. It is separated into two parts due to the Black Precipice formed during the Gods' Remorse. Lustrous Berge to the west, which lost its darkness, and the Dark Berge to the east, which lost its light.

Hexyz

After a harsh battle, the Divinities that stood against the God of Destruction died, but their Force was carried on to the people. The people that inherit the Force of the Divnities and their Ragnafacts are known as Hexyz. As the God of Destruction stirs, so do the Hexyz.

The Black Precipice

A great crevasse filled with miasma that appeared during the big disaster known as the Gods' Remorse. The miasma warps all life that enters, which effectively bars travel through the area. The violent aberrations that appear from the Precipice are a threat to the lives of local inhabitants.

Characters

Cecilia Armaclite

Age: 17
Cecilia is a cleric serving at the Great Temple of Palfina in Lustrous Berge. Her close friends call her Ceci, and her favorite hobbies are eating and sleeping.

Ralu

Age: Unknown
Ralu is a smart-mouthed flying animal that Cecilia met when she first came to the Temple. Nobody's really sure what kind of animal he is, but despite his personality flaws, he's Cecilia's best friend.

Rafael Gemini

Age: 15
Rafael is a passionate young man, and he's Luffina's twin brother. He values his twin sister more than anything else in the world, and his nickname is Raffi.

Luffina Gemini

Age: 15
Luffina, or Luffi, is an easygoing girl who can get along with most people. She loves to cook, and she is Rafael's twin sister.

Ignus

Age: Unknown
Ignus is a Drake who is traveling the land of Berge for personal reasons. His primary hobby seems to be listening to others tell stories.

Characters

Levant von Schweitzer

Age: 19
A loyal knight in the Rosenbaum empire who has just earned the prestigious rank of Cerulean Knight. He is good friends with Emperor Axel and Axel's sister Irene.

Ulu

Age: Unknown
A mysterious creature that somehow is capable of human speech. Levant took her in when he was little. She's calm, gentle and loves Levant and Irene.

Ciel

Age: 18
Ciel is a timid Elf warrior who lives in the Spirit Forest. Because she's an Elf she's actually older than she looks. While she is painfully shy in social situations, she is a very skilled archer on the battlefield.

Irene von Rosenbaum

Age: 18
Irene is a princess in the empire Rosenbaum and a childhood friend of Levant's. She is Axel's sister, but is not technically able to ascend to the throne. Irene spends a lot of time with Ulu, and carries a torch for Levant.

Griek

Age: 34
Griek is a fierce Lygar warrior, and is part of the Argent resistance. He is incredibly strong and a force to be reckoned with on the battlefield. Griek's greatest loves are battle, and the Lygar concoction known as lygarwasser.

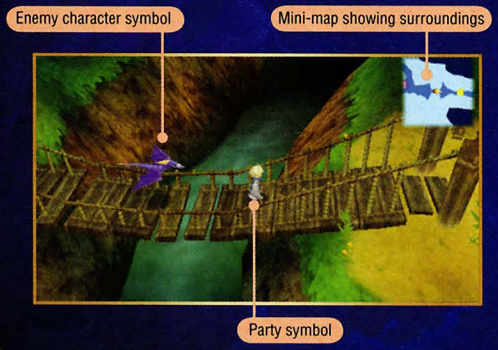
World Map

Travel on the World Map will allow you to choose the destination that you wish to head to without having to walk all the way from Point A to Point B. As you learn of new locations, you will be able use the world map to travel to more places as you progress through the game.

Selectable locations
Image of location
Great Temple of Paftina
Great Temple of Paftina
An ancient temple near the peaks of Sancturia enshrining Paftina, is visited by many.
Information on place
Control description

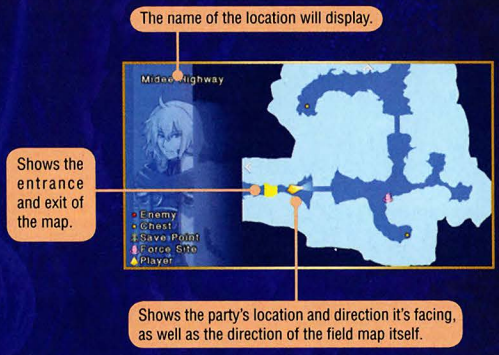
Field Map

On the field map, you'll have control of the main character, who represents your entire party in most situations. Combat will occur on the field, as well as story events, and some NPC conversations. In most cases, the map can be rotated by pressing the L and R buttons.



Full Map

While on the field map, press the SELECT button to toggle the full map. In the full map, everything within that particular field is represented with icons. In the full map, the top of the screen is always north. You can use the analog stick to pan through areas of the map if it is too large to be displayed on the screen at one time. You may not be able to open up the complete map in places where your vision is limited.


The name of the location will display.
Shows the entrance and exit of the map.
Enemy
Chest
Save Point
Force Site
Player
Shows the party's location and direction it's facing, as well as the direction of the field map itself.

Treasure chest	Save point
Enemy	Force Site
NPC (characters other than the player)	Places that reacted to the Force scan (P.17)

Main Menu

When you push the △ button on the field, the main menu will display. You can do many things from the main menu.

Event Log

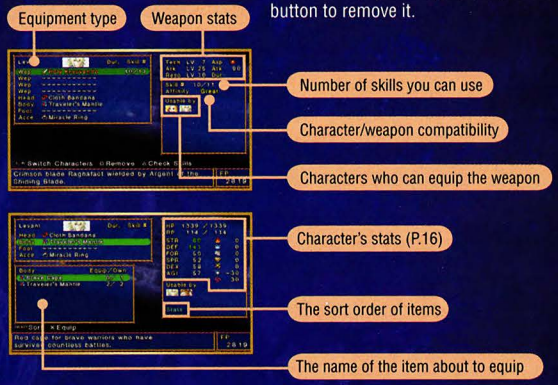
When you push the ▢ button on the main menu, dialogue from the previous event will be displayed. Scroll the event log with the directional buttons. The event log will also show up when you push the ▢ button during the actual event itself.

Healing

FP is the measure for Force, which is the origin of all things. You can use this FP to recover the HP (life) of all party members.

Equipment

To change the equipment that your party is using, select a character. Then choose which equipment type you want to change for the character, and then, select the item that you want them to don. To take a piece of equipment off, select a character, then select the equipment type, and press the ▢ button to remove it.


Equipment type
Weapon stats
Number of skills you can use
Character/weapon compatibility
Characters who can equip the weapon
Character's stats (P.16)
The sort order of items
The name of the item about to equip

Checking Skills

If you press the △ button, you will be able to check the skills you will be a able to use with that weapon.

Skill stats

►Tech level
The tech level at which you can acquire the skill

►Type
The type of skill (P.20)

►Element
The element of the skill (P.20)

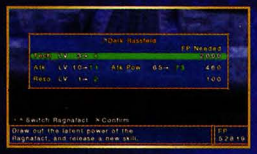
►Getting close
The result of what happens when you use it against an enemy countering your attack

►Who it affects
The range of your attack (P.21)

►Skill range
How far your attack reaches

►Those who can use this skill
Characters who can use the skill

Strengthening Ragnafacts



You can enhance and strengthen your Ragnafacts by using FP. After choosing the Ragnafact you'd like to strengthen, you must then choose the stat you will strengthen. The amount of the stat increase and the amount of FP used varies depending on which stat you'd like to raise, so choose wisely.

- **Tech LV:** The tech level at which you can acquire the skill
- **Attack LV:** Your attack power will rise
- **Resonance LV:** Reduces the amount of time you wait after you use a skill, and the RP used.

Possessions

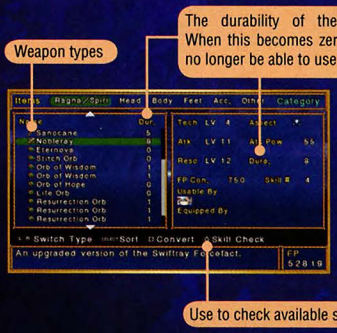
You can check the items your party currently possesses.

Extracting FP

You can extract FP from items, and add it to the party's FP pool. Extracting FP from an item will consume the item.

Ragnafacts and Spirifacts

There are two types of weapons, Ragnafacts and Spirifacts. Ragnafacts (Ragnarok artifacts) can be strengthened, but every time you use them, RP is used. Spirifacts, or spirit artifacts, don't use RP, but they do have a durability rating. When a Spirifact's durability reaches 0, it is only usable in crafting.


Weapon types
The durability of the Spirifact. When this becomes zero, you will no longer be able to use its skills.
Use to check available skills

Fusion/Creation

After a certain event in the game, Ulu and Ralu will gain the ability to fuse and create new Forcefacts by using FP.

Conditions for creating an item

- You have all of the ingredients needed
- You have already fused/created

Party Settings

Formation

Change your formation during battle. Choose the character and move them to the desired location, and confirm with the ⊗ button. You cannot have a column of more than two people. The closer a unit is to the enemy, the more accurate and damaging their attacks are. Units further back are less accurate and potent, but they take less damage, too. *(Projectile weapons are unaffected by positioning.)*

Status

In the status screen, you can check out detailed information on each character. Cycle through the characters with the L and R buttons, and the ⊗ button will toggle the status portion.

Shows current experience points, and experience points needed to level up.

The character's HP and RP

Character name & level

Fire, Water, Wind, Earth, Lightning, Light, Dark

The compatibility a character has with a Ragnafact. This will influence the ability to use the Burst attacks and skills available to each Ragnafact. (Great>Good>Normal)

- **Strength:** Influences attack power during physical attacks.
- **Defense:** Influences damage from physical attacks.
- **Force:** Influences attack power during Force attacks.
- **Spirit:** Influences damage from Force attacks.
- **Dexterity:** Influences attack aim.
- **Agility:** Influences agility and attack order.

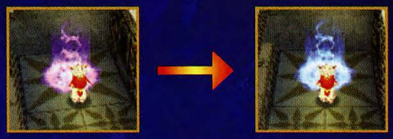
Titles

You can check all of the titles you received from a certain character. When you have met the conditions for receiving a title, you'll get a special sound in battle and a "???" will appear in the title list. Go and seek out this character to receive the title. Work hard to get them all!

Special Field Commands

Force Site

Force Sites are places where pure Force overflows. You can refill your party's HP and RP by touching them. Some Force Site locations are overflowing with aberrant Force and you must cleanse these Force Sites by defeating a powerful beast. Once cleansed, you may use the Force Site.



Harvesting Items

There are places on the field where a ? mark will appear. These locations are called Harvest Points. If you press the ⊗ button to check these Points, you will gain an item. Even if you've already collected an item from a Harvest Point, you are still able to harvest more by infusing them with Force Points.

Force Scan

Ralu and Ulu are able to use an ability called Force Scan, which scans for the flow of Force. By pressing the ■ button, you can Force Scan to uncover hidden roads, or reveal hidden items and treasure chests. *(This ability will be unlocked later in the game.)*

Battle

You may get into battle by encountering enemies on the field, and also from events.

Encounters

Depending on how you encounter enemies on the field, your battle situation will change.

First attack

When the player model contacts an enemy model from behind, you will attack first.

Surprise attack

When the player encounters enemies who surprise them from the back, they will attack first, which will mess up your formation.

Normal encounter

When neither of these conditions are met, a normal encounter will occur with the attack order based on your party members' speed and enemies' speed.

Battle View

Force burst gauge (P.20)
Hexyz Charge, showing the teamwork between affinities
Enemy party
Turn order, determining who acts first
Player party
Battle Command (P.20-P.22)
Player party's HP, RP and any status effects (P.24)
Help Use the Ragnafact's selected skill

Controls During Battle

During battle, you will be able to use the following functions:

△ button: You can check information about the player party

L button: You can check information about the enemy party

R button: You can choose whether or not to speed up battle

Turn Order

In battle, the characters who have higher speed act first. The turn order is displayed on the top right of the screen, and the character on the top acts, in order. The next turn order is determined on the actions before, and you can see what they are by looking at the "NEXT" which shows up when you choose an action.

The color of the enemy icons describe the element of the enemy attack. When you choose who you are going to attack, you will be able to see the effect of your attack because the icons ◎ > ○ > ✕ will display next to them.

Skills

Use skills associated with your equipped weapon. Ragnafacts use RP, and Spiritfacts use durability. Choose the skill you'd like to use, and confirm with ⊗ button. If you have more than one weapon equipped, press the left and right directional buttons to switch.

Skill Types

	Fr.	Wr.	Wn.	Er.	Bl.	Lt.	Dk.	Vd.
Physical Attacks	■	■	■	■	■	■	■	■
Force Attacks	◆	◆	◆	◆	◆	◆	◆	◆

Healing ◎ Assisting △

Force Burst

When you use skills, or you receive damage from enemies, the Force Burst gauge displayed on the top left of the screen will slowly fill (up to three stages). If you meet the following conditions, you will be able to activate a Burst Force attack with phenomenal effects.

Burst attack activation conditions:

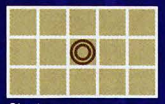
▶ You are equipping a Ragnafact with a compatibility of Great or more.

▶ The Force Burst needed for activation is saved in the gauge.

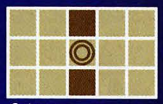
Effect Ranges

Some skills and Bursts allow you to do damage to a range of enemies. The effects vary depending on which enemy you choose to attack, so please take note of the effect ranges when you choose the enemy.

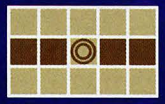
Example of effect ranges



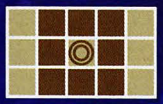
Single enemy
Hits only the specific target



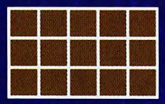
Column
Hits enemies in a vertical line



Row
Hits enemies in a horizontal line



Area Burst
Hits the targeted enemy as well as surrounding enemies



All
Hits all enemy party members

Attack Ranges

Depending on the skill's attack range, the enemy you can choose changes.

Short range (S) : You will only be able to attack those on the front row

Long range (L) : You will be able to attack enemies of all rows

Defend

Defending reduces the amount of damage received, and recovers a little bit of RP. It can also defend against status effects.

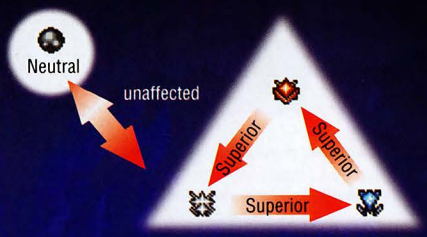
Formation

Changes character placement. Changing the formation doesn't end the turn.

Retreat

Flees from the battle. If you fail, the turn will be over. The greater the difference between your speed and the enemy's speed, the better your chance of a successful retreat. Some battles do not allow you to run away. *(Displaying cowardice in battle will have consequences in Hexyz Force.)*

Influences of the Divine Aspects



In the world of Berge, there are three Divine Aspects: Crimson Lotus, Cerulean Flame, and Pearl Light. These three Aspects are intertwined in a balance of power. In battle, if you fight an enemy who using a Divine Aspect that is inferior to one that you are attacking with, it will be very advantageous for you. Most weapons and monsters will belong to one of the three Divine Aspects, but some rare neutral examples of both exist.

Hexyz Charge

When the Divine Aspects of the weapons align properly, damage dealt and its effects will continually rise, up to a certain point. This is known as the Hexyz Charge. Beware, the enemy's actions will both affect and take advantage of the Charge as well, so beware of building the charge up too much. You can build the charge up two ways, either by using the same Aspect that was most recently used, or by using the Aspect that is superior to the most recently used Aspect.

Elemental Effects

Aside from Divine Aspects that weapons have, some skills will also have an associated element, as well.

Status Effects

There are good status effects, which boost a character's skills, and status ailments, which have a deleterious effect on a character.

Good Status Effects

	Bless – Increases each stat
	Haste – Speed up a character's turns
	Power – Increases Physical damage dealt
	Charge – Increases Force damage dealt
	Protect – Physical damage received will decrease
	Barrier – Force damage received will decrease
	Null – Nullifies all enemy attacks

Bad Statuses

	K.O. – Knock the target unconscious
	Poison – Causes damage each turn until cured
	Paralyze – Lengthens the amount of time between turns
	Sleep – Character cannot move until they are woken
	Dark – Hit % decreases dramatically
	Seal – Most skills are rendered unusable
	Fear – Increases the amount of damage taken
	Curse – Decreases each stat
	Charm – May cause the character to heal their target, rather than damage them

Character Growth

When a character has gained the required number of experience points, they will level up and their stat points will rise. Characters also fully replenish their HP and RP when they level.

Obtaining FP and items

At the end of the battle, you will be given FP and items. The better your performance, the better the reward will be.

OverKill

An OverKill may result when you defeat the enemy with a huge attack. When you earn an OverKill, you will gain more FP and items than normal after the conclusion of the battle. Use elemental strengths and Hexyz Charges to maximize your OverKills.

Game Over

When all the members of your party have their HP reduced to zero, the game will end.

Settings

Change various settings to customize your Hexyz Force experience.

Move setting	Sets field movement speed.
Mini-map	Toggles the Mini-map display in the Field Map.
Rotation	Determines if the Mini-map rotates with the camera in the field.
Message Skip	Toggles the Message Skip function.
Message Log	Determines if the Message Log can be displayed in an event with the ▢ button.
Tutorial	Toggles the in-game Tutorial messages. You can review these later.
Cursor Memory	Determines if the cursor's last position is remembered during battle.
Battle Voices	Toggles battle voices.
Install	Determines if the Installation Data is used.

Saving the Game

You can save when you come into contact with save points and press the ⊗ button. Select the file you'll save into. If you select a file which already has game data on it, it will overwrite it. To save the data, you will need a Memory Stick Duo™ with more than 448KB of free space available.

•You can save up to 50 save games.
•Please do not take the memory stick out, or turn the power off while you save and load.

Load

You can load previously saved data. Choose the file you want to load, and press the ⊗ button.

Install

By installing some of the Hexyz Force game data to your Memory Stick Duo™, you can reduce the load times, as compared to just loading from the UMD. To install, you must have the UMD in the PSP and a Memory Stick Duo™ with over 82MB of space.

Putting all the data on your Memory Stick Duo™ will take some time. During this time, do not remove the Memory Stick Duo™, or turn the power off. Make sure that your batteries are fully charged, or that you are using an AC adapter.

Moving Installed Game Data

If you decide to move your install data to another Memory Stick Duo™, be sure to remember to also move your save game data, as well, or the new Memory Stick Duo™ with the install will not have access to your save data.

Turning the Install On/Off

To use the install option, use a Memory Stick Duo™ that you have saved the install data to, go to the settings menu, and turn the "Install" option "On."

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Published by Atlus U.S.A., Inc.

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Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD® includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD®, you must perform an update to start the software title contained on the UMD®.

Performing the update

When you insert the UMD®, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:
- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:
- Do not remove the AC adaptor, turn off the system or remove the UMD®.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

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Two Epic RPGs In One...

After the legendary battle with Delgaia, the God of Destruction, the world of Berge was divided in two: one of constant sunlight and the other of constant darkness. Now the two halves must join forces to stop the events that threaten all of Berge.

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UMD
UNIVERSAL MEDIA DISC

Player 1

Memory Size 448 KB

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TEEN ™

T

Mild Fantasy Violence
Mild Language
Suggestive Themes

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PSP

Flexyz Force™

ULUS 10506

UMD
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Only On PlayStation®

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